ATARI® **7800™ Game Manual**

MOTOR
PSYCHO

You finished it at last! And now you are going crazy waiting to test your sleek hot fast customized bike It absorbs your every waking moment you dream about it every night. It has become an obsession And you know just the place to try it out.

The annual MotorPsycho Competition (for deranged psychopathic, and other unusual biker types) is this weekend! Its obstacle-laden course is legendary among motorcycle maniacs. Of course, nobody in their right mind would attempt this course. The die hard spectators remind you that fan is short for fanatic. They've staked out their favorite spots to view the races, and they are waiting for the roar of revving engines the squeal of tires the crunch of metal.

It's you against the clock and your bike is built for speed All you need to do is point it in the right direction and go for it!

Four different tracks will separate the veterans from the rookies. (Or the schizophrenics from the psychotics.) Weekend amateurs will eat your dust, but you've got some pretty insane competition from your fellow, uh pros. Some of these guys look hungry for the sweet taste of victory but some of them look hungry for the taste of raw meat!

So rev 'er up and let 'er rip! The winner's circle (or the guy in the clean white coat) awaits.

Getting Started

1. With your 7800 game system switched off, insert the MotorPsycho cartridge into the cartridge slot as described in your owner's manual

2. Connect a controller to the left controller port. Connect a controller to the right port to allow you to set your motorcycle's response time to the following commands going into a turn, and returning to an upright position after a turn (See **Setting Response Controls**.)

Rev 'er Up!

3. Press the **POWER** button on your console and switch on your TV. The MotorPsycho title screen displays.

4. Press **SELECT** to choose one of the four tracks.

5. To begin the game, press the fire button.

During play you may start the game over by pressing **RESET**.

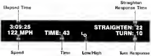
Playing the Game

MotorPsycho is a fast and frenzied motorcycle racing game. The object of the game is to race through any of four motorcycle tracks as quickly as possible while earning the maximum number of points.

Use the controller to maneuver your cycle and change gears. To shift to high gear, push the directional control forward. To shift to low gear, pull the control back. Press the right fire button to jump. You can't brake, so be very careful with those daredevil maneuvers! At the end of the game, your score and high score are displayed at the top of the screen.

Hold down the left fire button to accelerate. Downshift from high to low gear to lower your speed quickly.

During play a control panel displays the following information at the top of the screen:


Elapsed Time
Straighten Response Time
3:09:25
122 MPH
TIME: 43
Lo
STRAIGHTEN: 22
TURN: 10
Speed
Time Remaining
Low/High Gear
Turn Response Time

Setting Response Controls

Follow these instructions to use the right controller to set your motorcycle's response time

1. Set the A/B switch next to the left controller port to B. B is the position to the right. The Control Parameters Table with default settings displays in place of the Score/High Scores box.

2. Use the right joystick to set response times. To set the Straighten response time, move the right controller up or down until the desired number displays. (1 is the slowest response time, 25 is the fastest.) To set the Turn response time, move the right controller right or left until the desired number displays. (1 is the slowest response time, 12 is the fastest.)

   Straighten time is the length of time it takes your bike to return to an upright position after a turn. Turn response time is the length of time it takes your bike to lean into a turn.

3. Return the A/B switch to its original setting. The Control Parameters Table is replaced by the Score/High Scores box.

The settings will be in effect until you change them or until the machine is switched off.

Strategy

Use down shifting to decrease speed quickly on sharp turns.

Different Straighten and Return response time settings work best on different tracks.

To save wear and tear on your thumb strap a rubber band around the joystick button that controls acceleration for long play sessions.

Quick reactions and joystick moves can help you maneuver your way through other bikes on the track.

Scoring

Racers receive points for each section of track completed. Each track section is about two inches long on the screen. If the racer is on the ground, he will receive one point for each section of track. Two points are awarded for each section when the racer is in the air.

Hitting a ramp at a high enough speed to cause the bike to jump is worth 1000 points.

Jumping over an object results in additional points if the racer doesn't hit the object and returns to the ground without crashing.

Object	Points
Enemy Bike	3000
Arrow Sign	2000
Cone	1500
Ramp	500

When the game ends, players receive 1000 points for each enemy passed during the race and 5000 points for every second of unused play time.

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